

FIG. 1

```

200 StateMachineWithPlugins sm1;
204 sm1.initialize_machine("class1:stateA, class2:state B;
    stateA+event1=stateB, stateB+event2=stateC,
    stateC+event3=stateA");
206 sm1.add_plugins("pluginClass1, pluginClass2");
208 StateMachineWithPlugins *sm2 = sm1.clone();
  
```

FIG. 2 is a code snippet showing the initialization and cloning of a state machine. The code defines a state machine with three states and three events, and then clones it. An arrow labeled 200 points to the code.

FIG. 2

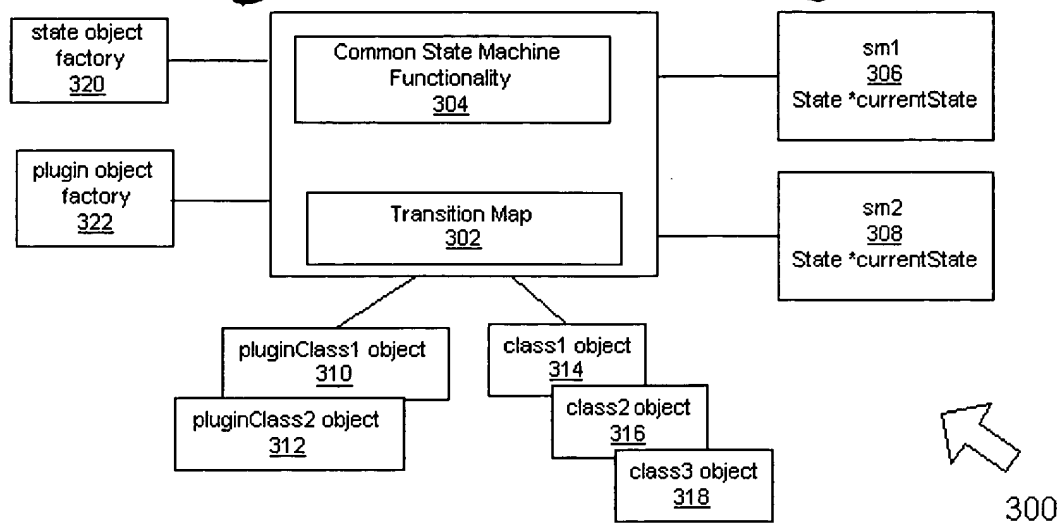


FIG. 3

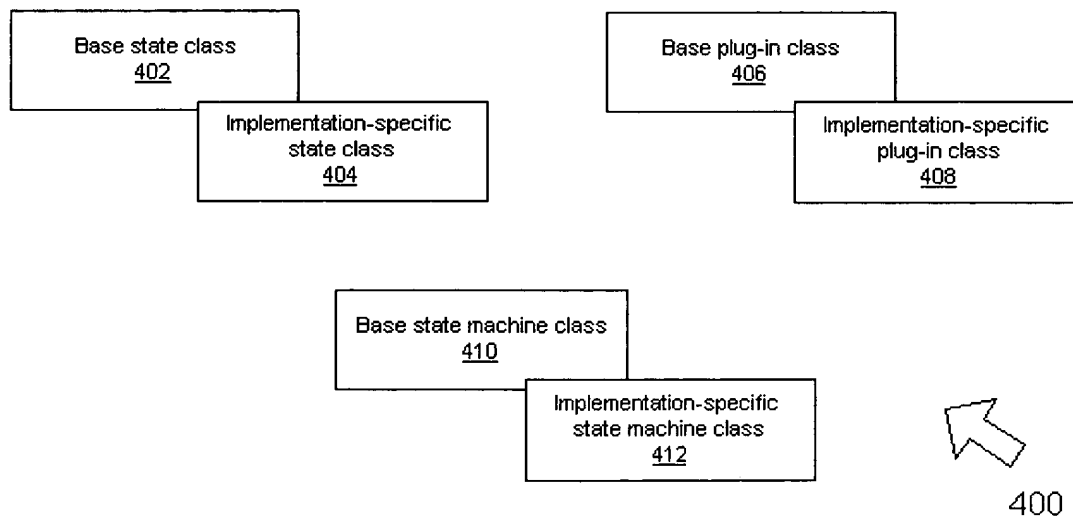


FIG. 4

FIG. 5

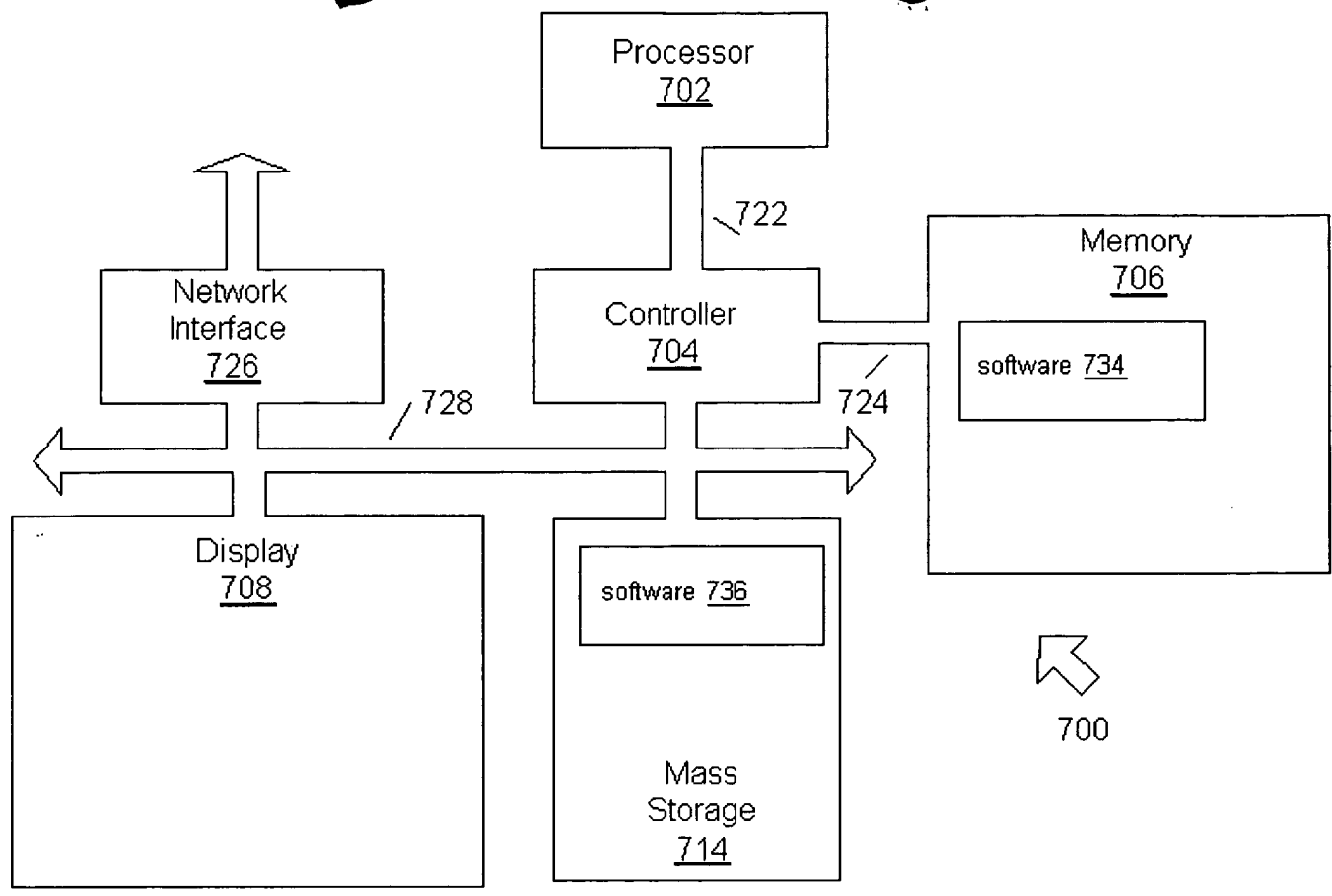


FIG. 5